```
GUIElement
  + isActive
  + transform
  # model
  + Render()
  + GetModel()
  + ~GUIElement()
 InteractiveFlement
+ width
+ height

    callback

+ InteractiveElement()
+ Render()
+ isInBound()
+ Interact()
   CanvasElement
- vao
- vbo
- tbo

    texture

    cellSize

+ CanvasElement()
+ SetCellSize()
+ isInBound()
+ SetPixel()
+ UploadImage()
+ Realloc()
+ SetSprite()
+ ClearCanvas()
+ GetTextureID()
+ Render()
+ ~CanvasElement()
```

AllocateBuffers()